ABSTRACT OF THE DISCLOSURE

An object-oriented computing environment stores information relating to objects in a data file, and manipulates the information in the data file through a suitable user interface. The interface permits a user to completely redesign a program structure by adding or removing parents of an object through simple actions such as menu commands or drag and drop operations. The precedence of parents in a heterarchy can be reordered, again through drag and drop operation. A new parent can be spliced between an existing parent and its children. Properties and handlers can be moved to appropriate levels of the program structure through simple operations, and the user can be provided with choices to make appropriate functionality changes to individual objects, as desired.